

TOPIC: Trash Disposal, Salvage and Custodial Services

ISSUE:

- Define “trash disposal services/salvage” to be provided to EDS per paragraph 5.6 of the contract.
- Determine custodial service responsibilities.

DECISION:

- The Government will provide trash disposal and salvage (recycling) as follow:
 - Recycling (Cardboard Boxes and Paper): The Government will provide dumpsters, reasonably close to the building generating the materials, for recycling of cardboard and paper. The Government will empty the dumpsters as needed. At sites that use recycling containers, the Government will empty the containers as necessary.
 - EDS will place packing materials from boxes in Government designated dumpsters.
 - EDS will provide a one-week notice to the Government for anticipated large volumes of boxes and other materials requiring removal. EDS will break down all cardboard boxes and deposit them in recycling dumpsters. At sites that use recycling containers, EDS will use the containers.
 - Trash Disposal: The Government and EDS will determine the frequency of emptying the dumpsters, but it shall be at least once a week.
- Custodial Services.
 - In Space Jointly Used by the Government and EDS: Government custodial services will be provided at no cost for spaces not assigned to EDS, such as restrooms and breakrooms in Government controlled spaces that are used by both the Government and EDS. Custodial services for these spaces will be provided at the same frequency performed in similar Government controlled spaces and will be subject to adjustment based on funding availability. EDS may negotiate with the Government to arrange for enhanced custodial services on a reimbursable basis for joint use spaces.
 - In NMCI Assigned Spaces: Custodial services, including emptying individual waste receptacles into government provided dumpsters, shall be a Contractor responsibility. The Contractor may be able to arrange for Navy Region-provided custodial services at some Navy sites on a reimbursable basis.

Agreement 26 Oct 03